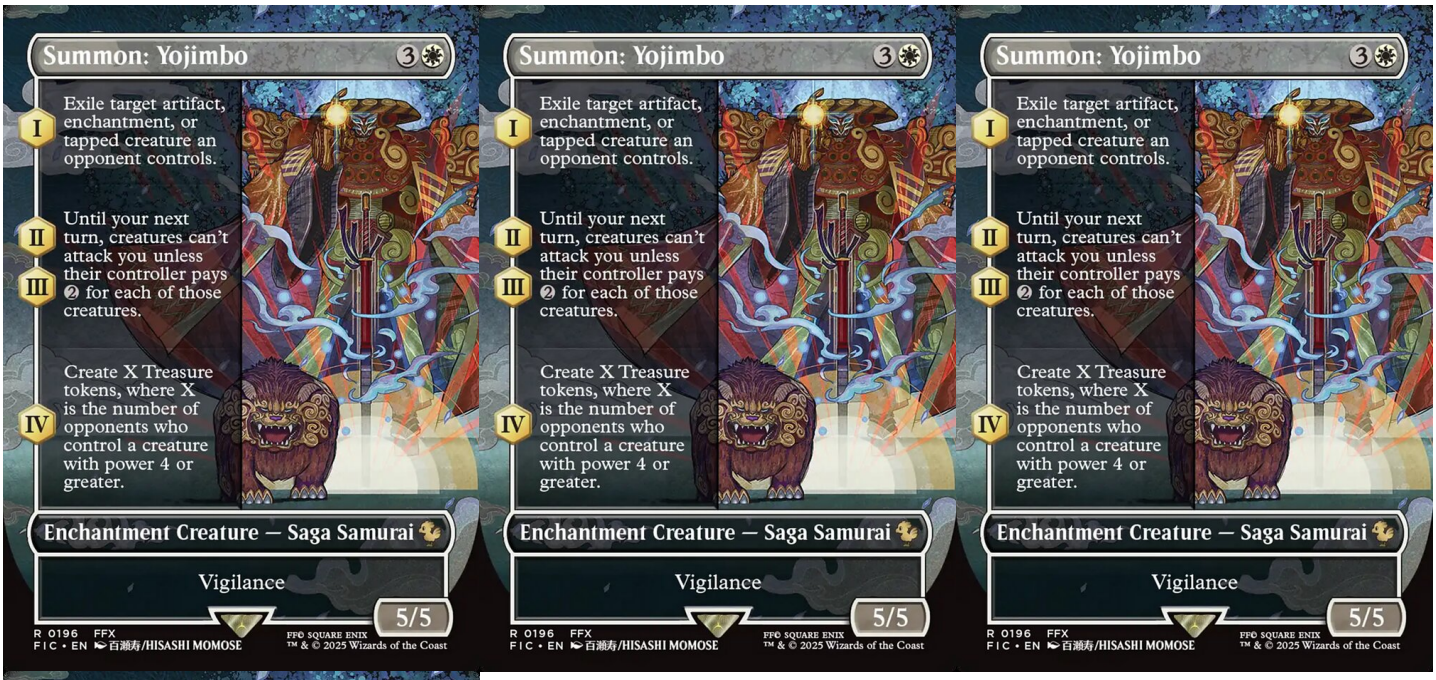

Summon: Yojimbo 3
I Exile target artifact, enchantment, or tapped creature an opponent controls.
II Until your next turn, creatures can't attack you unless their controller pays 2 for each of those creatures.
III
IV Create X Treasure tokens, where X is the number of opponents who control a creature with power 4 or greater.
Enchantment Creature — Saga Samurai
Vigilance
5/5
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